

3DSMAX AND PHOTOSHOP ONE DAY COURSE



(10 hours) One to One

real animation works (Ltd)

Turn your Imagination Into reality

Chester House
Unit 2.11-Kennington Park
Business Centre
1-3 Brixton Road, SW9 6DE
info@realanimationworks.com
0208 698 3587, 0207 720 2581 , 0797 032 5184



Training provided by
certified professionals

Introduction to Photoshop

Opening and saving and managing multiple files

Interface Overview

Image Formats

Interface

Navigation of windows in Photoshop

Zooming in images

Panning around

Scroll Images

Rotating images

Resolution and Image Size

Image size and Resolution

Resolution Standards

Selection and editing

Selection methods

Marquee tools

Lasso Tools

Magic wand tool

Moving your selection

Crop tool

Text

Creating text

Font type and styles

Font size

Scale and Rotate

Transforming Objects

Rotating using Freeform

Scaling using Freeform

Saving

Saving PSD

Saving a JPEG

3ds max Introduction

1. Introduction

2. Basic interface and layout study

3. Basic and extended primitives

4. Basic layout setting for Architects

Modeling

1. Edit Poly Modeling

2. Extrude

3. Chamfer

4. Cut and Slices

5. Symmetry Mirror Modeling

6. Designing a table and chair

7. Designing a Basic house model

8. Lines and Shapes

9. Importing a plan from AutoCAD/Vectorworks

Modifiers

1. Compound objects

a. Connect

b. Scatter

c. Pro Boolean

d. Loft

e. Terrain

2. Bend

3. Taper

Basic Lights

1. Omni Light

2. Spot Light

3. Direct Light

Camera

1. Free Camera

2. Target camera

Texturing and Rendering

1. Diffuse and Bump Mapping

2. Environment and Background images

3. Rendering images